

Cat. No. 60-2694
OWNER'S MANUAL

Please read before using this equipment.

Draw Poker



RadioShack®

PREPARATION



Your RadioShack Draw Poker game provides hours of fun for poker players of all ages. The easy-to-use controls and large display make the game simple to play. Its compact design lets you carry it almost anywhere.

INSTALLING THE BATTERY

You need one AAA battery (not supplied) to power the game. For the best performance and longest life, we recommend a RadioShack alkaline battery.

Warning: Dispose of an old battery promptly and properly. Do not burn or bury it.

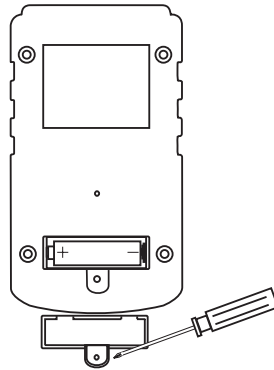
Caution: Use only a fresh battery of the required size and recommended type.

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1. Use a Phillips screwdriver to remove the screw from the battery compartment cover and lift the cover to remove it.



2. Put one AAA battery into the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and secure it with the screw.

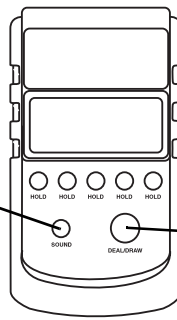
When the display dims, the sound becomes distorted, or the game stops working properly, remove and reinstall the battery to reset the game. If the game still does not work properly, replace the battery.



Note: When you install a battery, the display lights and a beep sounds.

A QUICK LOOK AT THE GAME

SOUND —
press to
turn sound
on and off.



HOLD Buttons
— press to hold
individual cards
in the next deal.

DEAL/DRAW —
press to turn the
game on and
deal a hand.



TURNING THE GAME ON/OFF

To turn the game on, press **DEAL/DRAW**.

To conserve battery power, the game automatically turns off after about two minutes if you do not press a button. To turn the game back on and continue where you left off, press **DEAL/DRAW** again.

TURNING THE SOUND ON/OFF

The game is preset to sound a tone each time you press a button. To turn the sound off or on at any time, press **SOUND**. ((●)) appears when the sound is on.

WINNING HANDS



You begin the game with 100 points. To increase the score, you must have a winning hand. The following table lists the types of winning hands, based on a five-point bet.

Hand	Description	Points
Royal Flush	A, K, Q, J, 10 of the same suit	5,000
Straight Flush	Five consecutive cards of the same suit	250
Four of a Kind	Four cards of the same value	125
Full House	Three cards of the same value and any pair	40
Flush	Five cards of the same suit	25
Straight	Five consecutive cards of any suit	20
Three of a Kind	Three cards of the same value	15



Hand	Description	Points
Two pair	One pair of cards with the same value (such as two tens) and another pair of cards with the same value (such as Jacks)	10
One Pair, Jacks or Better	Pair of Jacks, Queens, Kings, or Aces	5

Notes:

- The game plays with a standard 52-card deck.
- Aces can be high or low.

PLAYING THE GAME



1. Press **DEAL/DRAW** to turn on the game.
2. Press **DEAL/DRAW** again to start the game. A five-point bet is automatically placed, and you are dealt five cards.

Note: If you are in a game and want to start over, reset the game by reinstalling the battery. Then repeat Steps 1 and 2.

3. Press **HOLD** for each card you want to hold. **HELD** appears underneath the selected card(s). If you change your mind, press **HOLD** again so **HELD** disappears.

Note: You can choose to discard all five cards if the game deals a bad hand, but you only have one chance to improve your hand.

4. Press **DEAL/DRAW** again. The game deals new cards to complete the hand.



If you have a winning hand, a short melody plays (if the sound is on), the winning cards and **WIN** flash on the display, and the game adds points to your score, according to your hand. (See "Winning Hands" on Page 6.) **WIN** flashes on the display until you press **DEAL/DRAW** for another hand, or until the game automatically turns itself off.

If you have a losing hand, **GAME OVER** appears, and the game deducts five points from your score.

When you start another hand with a score of 0, **GAME OVER** appears and 0 flashes on the display. To start a new game, press **DEAL/DRAW**. The score resets to 100. Repeat Steps 1–4.



CARE





To enjoy your RadioShack Draw Poker game for a long time:


- Keep the game dry. If it gets wet, wipe it dry immediately.
- Use and store the game only in normal temperature environments.
- Handle the game gently and carefully. Don't drop it.
- Keep the game away from dust and dirt.
- Wipe the game with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the game's internal components can cause a malfunction and invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.




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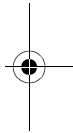








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
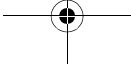
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Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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